

THE CLAIMS

The following listing of claims shall replace all previous listings:

1. (Currently amended) A gaming machine comprising a display and a game controller arranged to control images displayed on the display, the game controller being arranged to play an underlying game wherein one or more random events are caused to be displayed on the display and, if a predefined winning event occurs, the machine awards a prize, wherein on the occurrence of a predefined triggering event, the player is offered a choice of two or more different prize sets, from which the player is allowed to choose only one prize set, each set containing a plurality of prize outcomes, including non-winning prize outcomes, and wherein each prize set has the same number of potential outcomes from which prize sets a prize is to be drawn and awarded to the player, wherein the prize is drawn from the prize set selected by the player and wherein the prize outcomes of each prize set are displayed to the player prior to the player selecting a prize set and wherein the prize outcomes of each prize set are independent of any prize awarded in the underlying game on the occurrence of the predefined triggering event and wherein at least one of the prize sets displays at least two different winning outcomes and wherein each prize set has a different volatility based on a distribution of winning and non-winning outcomes and prize amounts in each of the different prize sets while the total theoretical return to the player is the same regardless of the prize set the player chooses.

2. (Original) A gaming machine as claimed in claim 1 wherein one prize set contains one or more prize outcomes which may be identical to prize outcomes in a different prize set.

3. (Currently Amended) A gaming machine as claimed in claim 1 ~~or claim 2~~ wherein one prize set contains one or more prize outcomes which are identical to one or more other prize outcomes in that one prize set.

4. (Currently amended) A gaming machine as claimed in claim 1 wherein one or more of the prize sets includes a plurality of non-winning prize outcomes.

5. (Cancelled)

6. (Previously presented) A gaming machine as claimed in claim 1 wherein the predefined triggering event is an occurrence of a special combination during the underlying game.

7. (Previously presented) A gaming machine as claimed in claims 1 wherein the predefined triggering event is triggered at random.

8. (Previously presented) A gaming machine as claimed in claim 1 wherein the underlying game is selected from the group consisting of a spinning reel game, a card game, keno, bingo, and pachinko.

9. (Original) A gaming machine as claimed in claim 1 wherein the sets of prizes are presented on segments of wheels that can spin or simulate spinning before stopping randomly on a segment which defines the prize outcome won by the player.

10. (Previously presented) A gaming machine as claimed in claim 1 wherein the sets of prizes are presented on three dimensional objects or simulations thereof defining faces which the sets of prizes being presented on the faces of those objects are arranged to spin or turn or simulate spinning or turning before stopping to show or indicate a face of the object which defines the prize won by the player.

11. (Previously presented) A gaming machine as claimed in claim 10 wherein the three dimensional objects or simulations thereof are dice.

12. (Original) A gaming machine as claimed in claim 1 wherein each prize set is presented differently.

13. (Original) A gaming machine as claimed in claim 1 wherein the sets of prizes are presented on representations of board games with the player choosing which board they wish to play and wherein a random selection indicates the number of squares around the selected board that the player will move with the square on which the player lands being the square that defines the prize outcome.

14. (Currently amended) A gaming machine having a display and a game controller arranged to control images displayed on the display, the game controller being arranged to play an underlying game wherein one or more random events are caused to be displayed on the display and, if a predefined winning event occurs, the machine awards a prize, the gaming machine being characterized in that on the occurrence of a predefined triggering event, the player is offered a choice of two or more different prize sets, the player being allowed to choose one only of the prize sets, each set containing a plurality of prize outcomes, one or more of the prize sets including non-winning prize outcomes, and wherein including the non-winning prize outcomes, each prize set has the same number of potential outcomes, from which prize sets a prize is to be drawn and awarded to the player, by a random process, the sets of prizes being presented on segments of two or more different wheels, wherein the display displays the two or more different wheels simultaneously and wherein once a wheel has been selected by the player, said selected wheel is enlarged relative to any non-selected wheels, wherein the prize is drawn from the wheel selected by the player and wherein the prize outcomes of each prize set are displayed to the player prior to the player selecting a prize set and wherein the prize outcomes of each prize set are independent of any prize awarded in the underlying game on the occurrence of the predefined triggering event and wherein at least one of the prize sets displays two different winning outcomes and wherein each prize set has a different volatility based on a distribution of winning and non-winning outcomes and prize amounts in each of the different prize sets while the total theoretical return to the player is the same regardless of the prize set the player chooses.

15. (Original) A gaming machine as claimed in claim 14 wherein one prize set contains one or more prize outcomes which may be identical to prize outcomes in a different prize set.

16. (Original) A gaming machine as claimed in claim 14 or claim 15 wherein one prize set contains one or more prize outcomes which are identical to one or more other prize outcomes in that one prize set.

17. (Currently amended) A gaming machine having a display and a game controller arranged to control images displayed on the display, the game controller being arranged to play an underlying game wherein one or more random events are caused to be displayed on the display and, if a predefined winning event occurs, the machine awards a prize, the gaming machine being characterized in that on the occurrence of a predefined triggering event, the player is offered a choice of two or more different prize sets, from which the player is allowed to choose one prize set only, each set containing a plurality of prize outcomes, and wherein each prize set has the same number of potential outcomes from which prize sets a prize is to be drawn and awarded to the player, wherein the prize is drawn from the prize set or sets selected by the player and wherein the prize outcomes of each prize set are displayed to the player prior to the player selecting a prize set and wherein the prize outcomes of each prize set are independent of any prize awarded in the underlying game on the occurrence of the predefined triggering event, wherein each prize set has a different volatility based on a distribution of winning and non-winning outcomes and prize amounts in each of the different prize sets.

18. (Previously presented) A gaming machine as claimed in claim 17 wherein the prize outcomes are displayed on two or more three dimensional objects, or simulations thereof, each three dimensional object or simulation thereof defining faces, with the prize outcomes being presented on the faces of the three dimensional objects.

19. (Previously presented) A gaming machine as claimed in claim 14 wherein any non-selected wheels disappear from the display when the selected wheel is enlarged.

20. (Currently amended) A gaming machine comprising:

a display;

a game controller arranged to control images displayed on the display, the game controller being arranged to play an underlying game;

a predefined triggering event associated with the underlying game so as to cause a secondary game to be initiated on the occurrence of the triggering event; and

wherein the secondary game is configured so the player is offered at least two sets of prize outcomes having the same quantity of potential prize outcomes, at least one set displaying at least two different winning prize outcomes, each set of prize outcomes including a non-winning prize outcome and a winning prize outcome, the player being allowed to choose only one set from which the prize is drawn, and wherein each prize set has a different volatility based on a distribution of winning and non-winning outcomes and prize amounts in each of the different prize sets while the total theoretical return to

the player is the same regardless of the set of prize outcomes the player chooses and the theoretical return of the underlying game is increased by the secondary game.

21. (Currently amended) A gaming machine comprising a display and a game controller arranged to control images displayed on the display, the game controller being arranged to play an underlying game wherein one or more random events are caused to be displayed on the display and, if a predefined winning event occurs, the machine awards a prize, wherein on the occurrence of a predefined triggering event, the player is offered a choice of two or more prize sets from which a prize can be drawn for award to the player independently of any prize awarded in the underlying game, wherein the prize outcomes of each prize set are displayed to the player prior to the player selecting a prize set from which a prize is to be awarded, and wherein each of said prize sets contains the same number of prize outcomes, and wherein at least one of said prize sets includes at least one non-winning prize outcome, and wherein at least one of said prize sets includes at least two winning outcomes, and none of said prize sets include a losing outcome which results in the loss of any prize awarded in the underlying game or a stake wagered on the underlying game, wherein each prize set has a different volatility based on a distribution of winning and non-winning outcomes and prize amounts in each of the different prize sets while.

22. (Currently amended) A gaming machine comprising a display and a game controller arranged to control images displayed on the display, the game controller being arranged to play an underlying game wherein one or more random events are caused to be

displayed on the display and, if a predefined winning event occurs, the machine awards a prize, wherein on the occurrence of a predefined triggering event, the player is offered a choice of two or more different prize sets, from which the player is allowed to choose only one prize set, each set containing a plurality of prize outcomes and wherein each prize set has the same number of potential outcomes from which prize sets a prize is to be drawn and awarded to the player, wherein the prize is drawn from the prize set selected by the player selecting a prize set and wherein the prize outcomes of each prize set are independent of any prize awarded in the underlying game on the occurrence of the predefined triggering event and wherein at least one of the prize sets displays at least two different winning outcomes and wherein the volatility of at least two of the prize sets differ from each other, wherein each prize set has a different volatility based on a distribution of winning and non-winning outcomes and prize amounts in each of the different prize sets while.

23. (Cancelled).